CHESS

CAT. NO.
26-3050

Radio Shack **TRS-80** **COLOR COMPUTER**

Chess

First Edition

Chess Program:
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Introduction

Chess is a simulated battle in which the object of the game is capture of the enemy's King. It requires clear thinking, careful planning and devious exploitation of your opponent's weaknesses. Chess is an audio/visual program designed to provide you with an opponent that plays a challenging game.

The computer is a tireless player, always ready for a quick blitz at Level 1, or a slow, thoughtful game at Level 8. It is ready at any time to assist you in learning to play or help you practice your Chess skills. Chess will provide you with the means to become a more competitive player. You'll soon discover that you're mastering various attack and defense strategies while progressing to higher levels. Have fun!

Setting Up

First, make sure that the joysticks are properly connected to the computer. Turn on the TV and turn the volume up slightly. Insert the Chess cartridge in the slot on the right side of the computer. Next, when you turn on the computer, the title will appear, followed immediately by the chessboard with the pieces already lined up.

1

Color Selection

You have two options for screen colors. The original colors are orange and pink pieces on a turquoise and light grey playing board. The orange pieces at the bottom of the screen represent the white chess pieces. The second option is red and blue pieces on a green and yellow board. The red pieces represent white. If you'd rather play using the second color scheme, press the [C] key. You can obtain other color combinations by adjusting the tint and color controls to suit your own taste.

Level of Play

The number 8 (on the right hand side of the screen) is the current level of play. At Level 8, a game may require an hour or more of playing time because the Computer searches three moves ahead to decide which move it will make. There are also more decision rules brought into play at this level. Although the pace is much slower, compared to the lower levels, the Computer is at its most challenging, and even good players should be wary of falling into one of its many well-laid traps.

Press the [L] key to start at a lower level and gradually work up. The lower levels are ideal for beginners, or for playing "speed" chess. However, the moves are less skillful than those made at the higher levels and often show a lack of foresight.

Moving the Marker

The four arrow keys, ⬆ ⬇ ➡ ⬅ , move the marker around the screen. Each time an arrow key is pressed, the marker will move one square. The marker always appears on the same square (QP4 if you are playing with the white pieces). Pressing any of the arrow keys will move the marker in the direction you want to go. To avoid any distractions, the marker does not appear until an arrow key is pressed.

You can also move the marker, using the right joystick, by pressing the [J] key. Hold the joystick with the button closest to you. Simply move the joystick in the direction you want to go — right, left, up, or down. The joystick moves the marker much faster than the arrow keys.

You only have to press [J] once. If you press [J] again, the joystick control will be disengaged, and you can use the arrow keys to move the marker. The marker will not appear on the screen until the joystick is moved. This allows you to think without the distraction of the blinking marker.

Occasionally, the marker may appear without moving the joystick. This happens because the position of the joystick drifts slightly due to temperature, humidity, or line voltage fluctuations. If this problem occurs, move the marker to one of the corners of the board where it will remain more stable. Press the space bar twice to get rid of the marker, if it has appeared by accident or if you've changed your mind about moving.

Moving a Piece

After you've chosen the piece you want to move, cover it with the marker and press the space bar. Now, move the marker to where you want to go, and press the space bar again.

The button on the right joystick or the ENTER key can also be used to move pieces. Pressing the space bar, the joystick button, or the ENTER key is equivalent to picking up the piece. It may then be moved around and positioned on a new square.

If you move a piece, and then change your mind, just move the piece back to where it was originally. You will hear a beep-beep message indicating an illegal move when you press the space bar. Now, you are free to move another piece.

When you capture one of the Computer's pieces, it will disappear from the screen. You'll be given an audio/visual warning when the Computer puts you in check or checkmate so that you can move your King out of danger.

Special Moves

To Castle, position the marker on the King and press the space bar. Next, move the marker to the desired location. When you press the space bar, the Rook and King will be exchanged automatically. Castling puts the King in a less vulnerable position while bringing the Rook towards the center, ready to move into action.

4
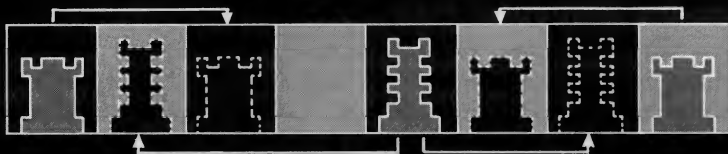
You can also use the "en passant" move in Chess. When an opposing Pawn is making its first move and advances two squares (to avoid capture) and draws alongside your Pawn, you can capture as if the opposing Pawn had moved only one square. Move your Pawn diagonally (to the square where you would have been able to capture the opposing Pawn) and it will disappear.
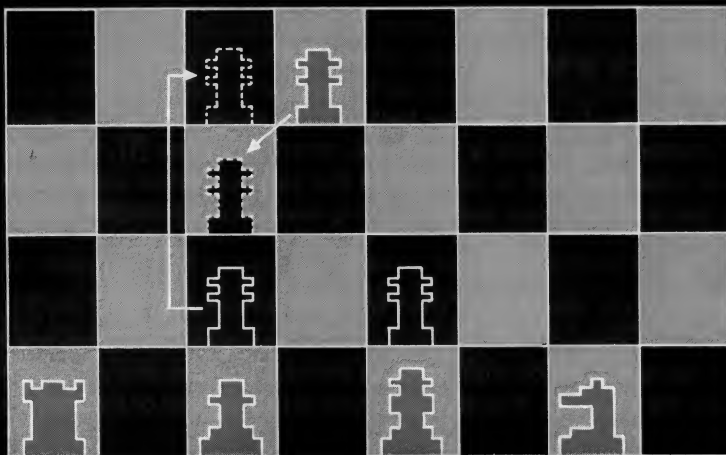
Making the Computer Play

You are now ready to face your worthy opponent, the Computer. The way Chess is set up, you are automatically given the white pieces at the bottom of the board. Press the ⓍX key if you prefer to play black and the board will be reversed.

Now, simply press the ⓅP key and the Computer will make its move. If you start the game by making the first move, the Computer will automatically respond. The square in the box on the right of the screen is like an hourglass. The Computer is thinking while the square becomes smaller and will move a piece after the square has disappeared completely.

Taking Back a Move

You can use the ⓉT key to take back the last move. This option gives you a second chance if you made a bad move. When you press ⓉT, the computer's piece and your piece will be returned to that position before your last move. If the ⓉT key is used to take back a Castling move, you will not be able to Castle again.

The ⌷BREAK⌷ key can also be used to take back a move. Press the ⌷BREAK⌷ key while the Computer is thinking about its next move. The piece you moved (in your last turn) will be returned to its previous position, and you'll be able to reevaluate the situation. You can now move the same piece or a different one, if you wish.

The $\boxed{\text{T}}$ key and $\boxed{\text{BREAK}}$ key interrupt the Computer while it is thinking and affect the history files. The Computer may respond with poorer moves since the strategy depends on the last three moves for each side as well as the current position.

Adjusting the Board

Occasionally, you may want to adjust the pieces on the board to set up a chess problem or a position from a previous game. When it's your turn to make a move, cover the piece with a marker and press the $\boxed{\text{A}}$ key. You can now move the piece anywhere on the board.

The Computer will not respond with its move, nor will it check the legality of the move made. This option allows you to capture your own pieces, move the Computer's pieces or take back moves. Press the $\boxed{\text{P}}$ key to make the Computer play.

Adding a Piece

You can change or add a piece by pressing the $\boxed{\text{E}}$ key. New available pieces will be added each time $\boxed{\text{E}}$ is pressed. Move the marker to the piece you want to change (or to the empty square where you want to add a piece) and press the $\boxed{\text{E}}$ key as many times as necessary to create the piece you want.

Clearing the Board

If you press the [SHIFT] and [C] keys together, all the pieces presently on the board will disappear. You can now add any pieces you wish by using the [E] key. Position them wherever you like to set up a chess problem or to recreate a situation from a past game. The [SHIFT] key is used to prevent accidental clearing of the screen.

Resigning or Restarting

If you'd like to resign in the middle of a game, press the [SHIFT] and [R] keys together. This will cause the board to be set up again for a fresh game. Also, press [SHIFT] and [R] at the end of a game to restart Chess.

Chess Demonstration

There is one more feature in the Chess program which allows you to just sit back and watch a chess game in progress as an observer. First, set the level of play to the desired difficulty. Remember that Level 1 is the easiest, while Level 8 is the hardest. Next, press the [SHIFT] and [D] keys together and this will automatically start a chess game for you to observe at your leisure. You can stop the demonstration at any time by presssing the [BREAK] key.

Key Code

C	To choose colors
L	To choose levels
→	To move the marker to the right
←	To move the marker to the left
↑	To move the marker up
↓	To move the marker down
J	To use the joystick
ENTER	To move a piece
X	To exchange sides
P	To make the Computer play
T	To take back a move
BREAK	To take back a move; also to stop a demonstration game

Key	Description
$\boxed{A}$	To adjust a piece
$\boxed{E}$	To add or change a piece
$\boxed{SHIFT}\boxed{C}$	To clear the board
$\boxed{SHIFT}\boxed{R}$	To resign or restart a game
$\boxed{SHIFT}\boxed{D}$	To watch a demonstration game